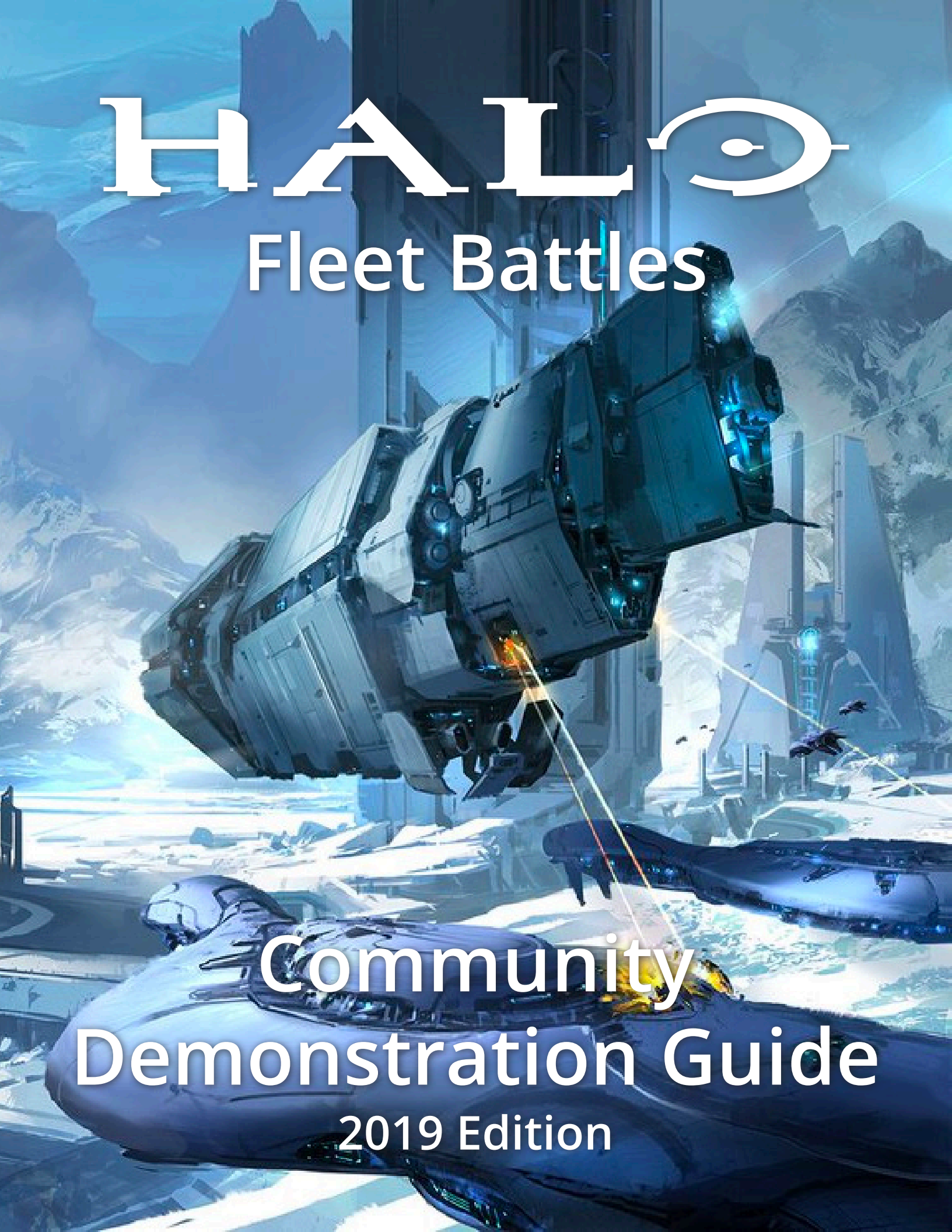

HALO
Fleet Battles
Community
Demonstration Guide
2019 Edition

Levels of Demonstration Play

In the pack you will find 3 suggested levels of demonstration participation, each of which should be targeted to the type of customer you are looking to engage with.

The Ensign Demo

This demonstration is designed to engage players who are only looking for a quick 3 minutes demo that will cover how the key **Move->Shoot->Fight** rules function. The amount of gaming space needed should be no more than about **24" x 24"** and only **One Game Turn** is played.

This game involves only a Supported Marathon-class Heavy Cruiser and a Paris-class Frigate base in Trident formation fighting against a single Covenant CCS Battlecruiser.

The customer should ALWAYS have the initiative in Turn 1.

Here is a breadown of how the various Phases of the game should be explained:

Wings - In this demo, the Wings rules ARE NOT used.

Movement - In this demonstration, the customer should be shown the simple Movement rules (including the Turning Rules). Try to make sure the focus of any narrative emphasises the ease of Movement.

Firing - In this demonstration, the customer does not need to see the Factional Statistics Sheets as this is a more descriptive game. Demonstrators should show the Firepower Rating Table however, and try to make sure the customer is told about the movement up and down the Firepower Table.

Boarding Action - This is optional, but if desired, the Demonstrator may add in a Boarding Action (both sides should be in range after any Movement has been performed.

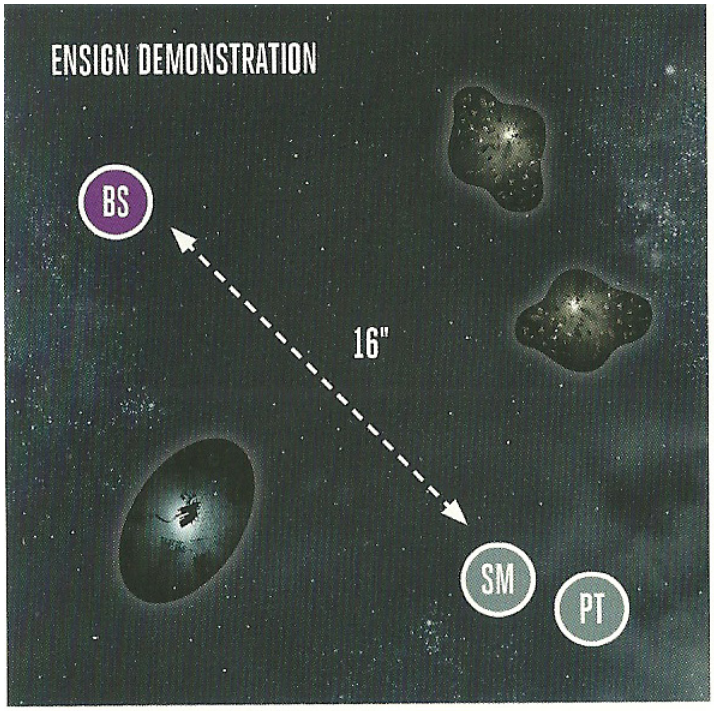
If the customer is playing the UNSC give them a Spartan. If they are Covenant, give them a pair of Zealots.

Important Note - We suggest Boarding is only used if the Demonstrator is sure the customer is likely to understand the rules, or if they specifically ask to see the rules in action.

End Phase - This phase is not used in the basic Ensign Demo

Rulebook Chapters in Play

This Demonstration is designed to allow customers to see how the **Movement** and **Attack** segments of the **Halo: Fleet Battles** rules function. This Scenario skips the **Order Dice Phase**, the **Wings Phase** and can, at the discretion of the Demonstrator, also skip the **Boarding Resolution Phase**. Demonstrators should be familiar with **Game Basics, Movement Segment, Attack Segment,** and **Loadouts**.

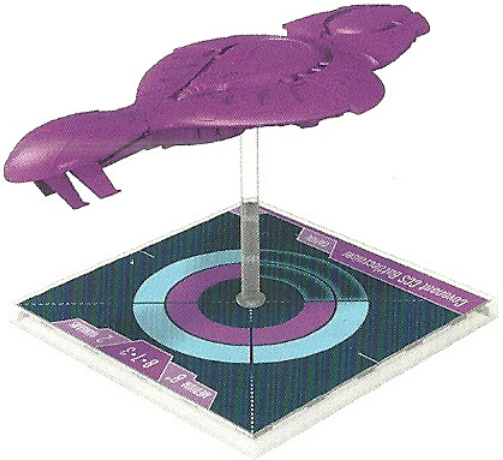


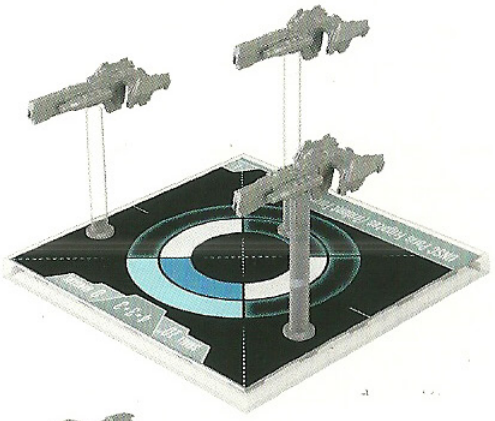
BS CCS BATTLECRUISER

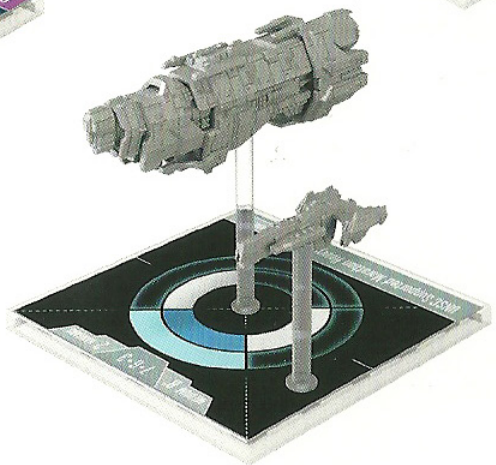
SM SUPPORTED MARATHON HEAVY CUISER

PT PARIS CLASS FRIGATE IN TRIDENT FORMATION

PUNCH OUT TERRAIN PIECE. WE WOULD RECOMMEND DEMONSTRATORS CHOOSE THE PIECES THEY WANT TO USE, OR SUPPLEMENT WITH ANY 3D TERRAIN THEY MAY HAVE TO HAND







The Captain Demo

This demonstration is designed to engage players who are looking for a 10 minute demo that will cover how the key **Move->Shoot ->Fight** rules function along with the rules for how Battle Groups are formed. The amount of gaming space needed should be no more than about **36" x 36"** and only **Two Game Turns** are played.

This game involves a Supported Epoch Heavy Carrier (fielding a wing of 3x Longsword Bombers and a wing of 2x Broadsword Intercetors) and a Paris-class Frigate Formation in Arrowhead Formation up against a single Covenant CCS Battlecruiser and 2x SDV Heavy Corvettes in Line Formation. The Covenant should have a single wing of 4 Seraph Interceptors.

The Demonstrator and the Customer should roll off for initiative. The Demonstrator should also make sure to mention how important the Fleet Commanders are in this point of the game.

Here is a breakdown of how the various Phases of the game should be explained.

Wings - In this demo, the Wings rules **ARE** used. It is probably best if you use the wings as we recommend, but if the Demonstrator is confident the player is able to grasp the concepts of the Wings phase they can allow the customer to choose their Wings. During this portion of the game, the Demonstrator should ensure the customer learns about '**locking**' Wings in dogfights.

Movement - In this demonstration, the customer should be shown the simple Movement rules (including the Turning Rules). Try to make sure the focus of any narrative emphasises the ease of movement.

Firing - In the Captain demonstration, the customer will need to see the Factional Statistics Sheets as this is a more complicated demonstration than the Ensign version. Demonstrators should explain how the Attack Dice are generated, show teh Firepower Rating Table, and try to make sure that the customer is told about the movement up and down the Firepower Rating Table through the modifiers in play.

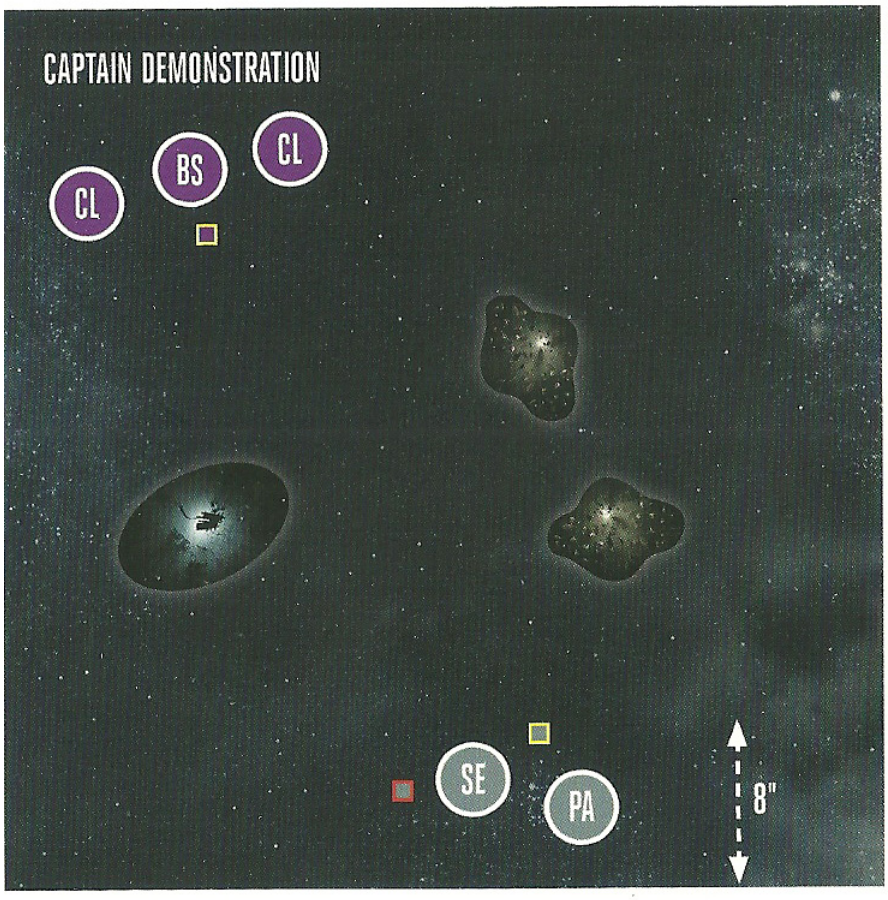
Boarding Action - This is optional, but if desired, the Demonstrator may add in a Boarding Action (both sides should be in range after movement.) If the customer is the UNSC give them a Spartan on board the Epoch. If they are Covenant, give them a pair of Zealots on board the CCS Battlecruiser.

Important Note - we suggest Boarding is only used if the Demonstrator is sure the customer is likely to understand the rules, or if they specifically ask to see the rules in action.

End Phase - This phase is important as it helps to tie up the flow of a Game Turn. Demonstrators should explain the End Phase, Repairs Segment, and most importantly, the Carrier Action Loadout.

Rulebook Chapters in Play

This Demonstration is designed to allow customers to see how the **Movement** and **Attack** segments of the **Halo: Fleet Battles** rules function. This Scenario skips the **Order Dice Phase**, the **Wings Phase** and can, at the discretion of the Demonstrator, also skip the **Boarding Resolution Phase**. Demonstrators should be familiar with **Game Basics, Movement Segment, Attack Segment,** and **Loadouts**.



SE Supported Epoch Heavy Carrier
3x Longsword Bombers
2x Broadsword Intercetors)

PA Paris-class Frigates in Arrowhead Formation

BS CCS Battlecruiser
4x Seraph Interceptors.

CL SDV Heavy Corvettes in Line Formation.

PUNCH OUT TERRAIN PIECE. WE WOULD RECOMMEND DEMONSTRATORS CHOOSE THE PIECES THEY WANT TO USE, OR SUPPLEMENT WITH ANY 3D TERRAIN THEY MAY HAVE TO HAND

The Commodore Demo

This demonstration is designed to engage players who are looking for a 30-40 minute demo that will cover all parts of teh game. The amount of gaming space needed should be no more than about **48" x 48"** and only **Three Game Turns** are played.

We would recommend that Demonstrators leave the Commodore demonstration game setup on their demonstration space where possible, taking assets from this game to play the other two types of demonstrations. This will make the table look more impressive and is more likely to elicit questions from the customer regarding the extra Elements that are in the game.

Before the game starts, Demonstrators should take the time to explain the scope of the game regarding the product range available. This game involves the following models:

UNSC - 3 Battle Groups

Battle Group 1
1x Supported Epoch Heavy Carrier
1x Paris-class Frigates in Trident Formation
5x Longsword Bombers

Battlegroup 2
1x Supported Marathon-class Heavy Cruiser
1x Paris-class Frigates in Trident Formation
2x Broadsword Interceptors

Battle Group 3
1x Marathon-class Heavy Cruiser
2x Paris-class Frigates in Arrowhead Formation
2x Broadsword Interceptors

Note 1: The Demonstrator should sue the Battle Groups Markers in the Tokens Set supplied in the pack to identify the different Battle Groups.

Covenant - 2 Battle Groups

Battle Group 1
1x ORS Heavy Cruiser
2x SDV Heavy Corvettes in Oblique Formation
4x Tarasque Bombers
3x Seraph Interceptors

Battle Group 2
1x CCS Battlecruiser
2x SDV Heavy Corvettes in Line Formation
5x Seraph Interceptors

Note 2: Demonstrators should ensure the Capital Ships in the respective Fleets have their required Boarding Craft on their FOrmation Bases as Boarding will become an important part of the Commodore Demonstration.

The customer should **ALWAYS** have the initiative in Turn 1.

Here is a breakdown of howt he various Phases of the game should be explained:

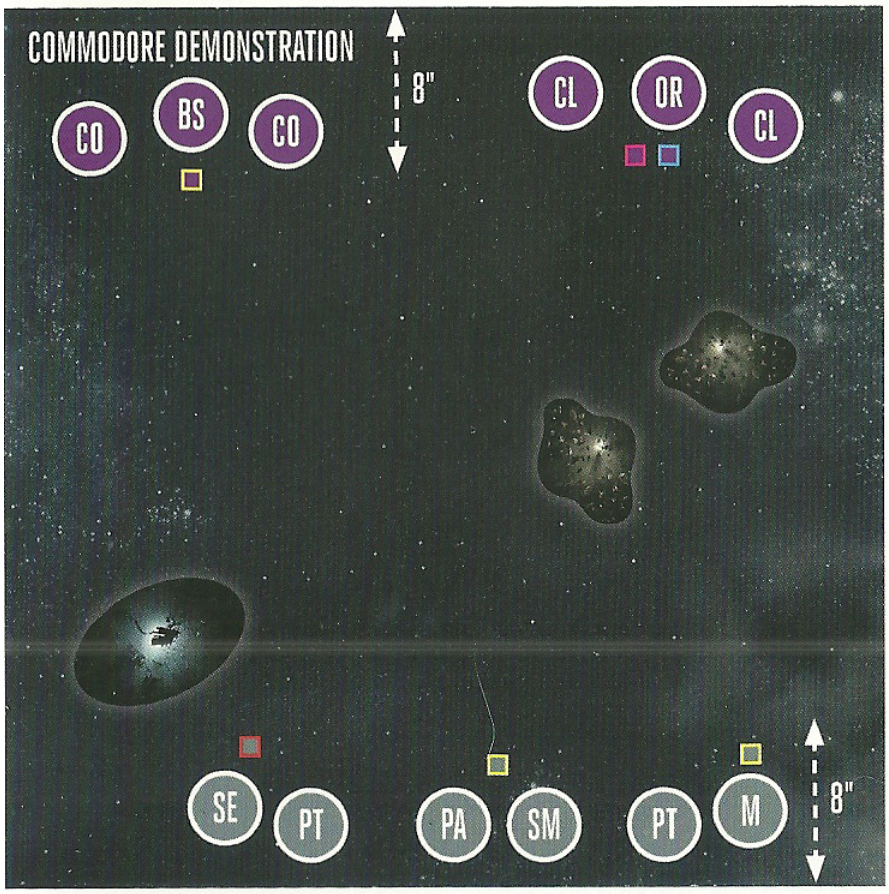
Wings - In this demo, the Wings rules are used. This level of game should provide numerous opportunities to allow players to try out the Locking and Unlocking parts of Wing Combat. Later in the game during Turns 2 and 3, the Demonstrator might look to explain the Carrier Action allowing the re-tasking and re-launching of Wings of Bombers. This is especially beneficial if the Demonstrator is looking to point to the primary uses of Bombers in the game... the targeting and destruction of Small Models!

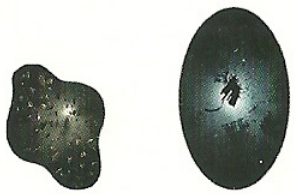
Movement - In this demo, the customer should be shown the simple Movement rules (including the Turning Rules). Try to make sure the Focus of any narrative emphasises the ease of movement.

Firing - In the Commodore demonstration, the customer will need to have the Statistics Sheets, the Firepower Table and the Demonstrator might look to use more complicated Firing Solutions to give a more complete view of Firing.

Boarding - This is a vital part of the Commodore demonstration game. If the Demonstrator is confident, they might even add in a Spartan and 4 Zealots! The rules for Boarding should involve all the Loadouts that are pertinent.

End Phase - This phase is important as it helps to tie up the flow of a Game Turn. Demonstrators should explain the End Phase, Repairs Segment, Adrift Heroes, and also the Carrier Action Loadout.





PUNCH OUT TERRAIN PIECE. WE WOULD RECOMMEND DEMONSTRATORS CHOOSE THE PIECES THEY WANT TO USE, OR SUPPLEMENT WITH ANY 3D TERRAIN THEY MAY HAVE TO HAND

- 5X SERAPH INTERCEPTORS
- 3X SERAPH INTERCEPTORS
- 4X TARASQUE BOMBERS
- 5X LONGSWORD BOMBERS
- 2X BROADSWORD INTERCEPTORS

- BS — CCS BATTLECRUISER
- CL — SDV HEAVY CORVETTE IN LINE FORMATION
- CO — SDV HEAVY CORVETTE IN OBLIQUE FORMATION
- OR — ORS CLASS HEAVY CRUISER
- SE — SUPPORTED EPOCH HEAVY CARRIER
- PA — PARIS CLASS FRIGATE IN ARROWHEAD FORMATION
- PT — PARIS CLASS FRIGATE IN TRIDENT FORMATION
- M — MARATHON CLASS HEAVY CRUISER
- SM — SUPPORTED MARATHON CLASS HEAVY CRUISER

Within this pack we have provided the assets and information you will need to run demonstration games of **Halo: Fleet Battles** to customers within your store with the aim to assist you in promoting the fantastic universe of Halo to gamers around the world.

The contents of this Demonstration kit includes:

2x UNSC Plastic Sprues
2x Covenant Plastic Sprues
4x Plastic Formation Sprues
1x Halo Rulebook
20x Halo Combat Dice
2x Standard D6
1x Assembly Instruction
1x Reference Sheet
1x UNSC Statistic Sheet
1x Covenant Statistic Sheet
Punch-Out Scenery
Assorted Overlay Sheets

IMPORTANT NOTE: All Halo: Fleet Battles Demonstration Kits can be upgraded to replace their punch-out scenery sheets with Spartan Scenics resin asteroid scenery.

This creates the following forces for your demonstration games:

UNSC

1x Supported Epoch-class Heavy Carrier Formationj
(this Formation Base should have 1x Epoch Heavy Carrier and 1x Paris Frigate)
1x Supported Marathon-class Heavy Cruiser Formation
(this Formation Base should have 1x Marathon and 1x Paris Frigate)
1x Marathon-class Heavy Cruiser Formation
2x Paris-class Frigates in Trident Formation
2x Paris-class Frigates in Arrowhead Formation

COVENANT

1x ORS Heavy Cruiser Formation
1x CCS Battlecruiser Formation
2x SDV Heavy Corvettes in Line Formation
2x SDV Heavy Corvettes in Oblique Formation

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